PATENT

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

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In re Application of: Bryan Wolf

Application No.: 10/006,496

Filed: December 5, 2001

Title: METHOD FOR REPRESENTING A GAME AS A UNIQUE NUMBER

Applicant's Reference: IGT1P064/P-463

Examiner: UNASSIGNED

Group: UNASSIGNED

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CERTIFICATE OF MAILING

I hereby certify that this correspondence is being deposited with the United States Postal Service as First Class Mail to: Commissioner for Patents, Washington, DC 20231 on January 14, 2002.

Signed. ______________________
Leslie Russell

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PRELIMINARY AMENDMENT

Commissioner for Patents
Washington, D.C. 20231

Dear Sir:

Before examination on its merits, please amend the above-identified patent application as follows:

In the Specification:

Please amend the specification by replacing the paragraph at page 6, lines 11-14 with the following new paragraph.

Figures 7A & 7B present a series of calculations performed using the algorithm of Figure 6 and 9 vary with different classes of game.

Please amend the specification by replacing the paragraph at page 18, lines 1-6 with the following new paragraph.

Figures 7A and 7B illustrate in more detail how a 5-card poker hand is converted to a number. As shown, the poker hand in question is dealt as a 3 of Hearts, a 7 of Clubs, a King of Hearts, an 8 of Diamond, and a 4 of Spades. This hand may have been dealt to the gaming machine, for example. In order to convert that hand into a unique number for autohold determination or other gaming operation, the following sequence is performed.

Please amend the specification by replacing the paragraph at page 20, lines 20-29 w the following new paragraph.

The last class of game considered in Figure 8 is the position-dependent game witho replacement. Position-dependent single deck poker is one example of such game. For su games, the conversion algorithm employs a permutation function as its WaysToPlace functio As with its replacement counterpart, this algorithm also increments U all the way from a value U = 0 on up to a value of U = Tcurrent – 1. However, because replacement is not permitted, tl algorithm excludes all symbols appearing in previous positions. Thus, considering the exampl presented with Figures 7A & 7B, the values of U considered at position 1 would range from 2 c Hearts up through Queen of Hearts while excluding the 3 of Hearts. The exclusion is necessa because the 3 of Hearts appears in position 0.

A marked up version of the specification showing the changes made is appended hereto The page of the second appendix may be treated as substitute page for the paragraphs of th specification in the present application.

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REMARKS

Applicant believes that all pending claims are allowable and respectfully requests Notice of Allowance for this application from the Examiner. Should the Examiner believe that a telephone conference would expedite the prosecution of this application, the undersigned can b reached at the telephone number set out below.

Respectfully submitted,
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MARKED -UP VERSION SHOWING CHANGES MADE

[Figure 7 presents] Figures 7A & 7B present a series of calculations performed using th algorithm of Figure 6 and 9 vary with different classes of game.

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The last class of game considered in Figure 8 is the position-dependent game without replacement. Position-dependent single deck poker is one example of such game. For such games, the conversion algorithm employs a permutation function as its WaysToPlace function. As with its replacement counterpart, this algorithm also increments U all the way from a value of U = 0 on up to a value of U = Tcurrent – 1. However, because replacement is not permitted, the algorithm excludes all symbols appearing in previous positions. Thus, considering the example presented with [Figure 7] Figures 7A & 7B, the values of U considered at position 1 would range from 2 of Hearts up through Queen of Hearts while excluding the 3 of Hearts. The exclusion is necessary because the 3 of Hearts appears in position 0.

SUBSTITUTE SHEET OF SPECIFICATION

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